Printed in Japan

NES-IF-USA

INFILTRATOR

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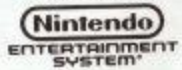

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Northbrook, IL 60062

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TOP TOP TOP TOP SECRET

Message to Captain Johnny "Jimbo-Baby" McGibbits/AKA The Infiltrator STOP

Re: The destruction of the world (at least) STOP

Captain STOP
We need you STOP The world is on the brink of destruction STOP Only you can save us STOP The Whizbang Enterprizes Gizmo™ DHX-3 Attack Helicopter is on the pad STOP The Mad Leader must be stopped STOP Only you can stop him STOP Stop him at all costs STOP Enclosed find a Gizmo™ flight manual, secret communication code names and other mission info, weapons, film (with pre-paid processing mailer) and the McGibbits Guide to Ground Installation Infiltration (Pocket Edition) STOP

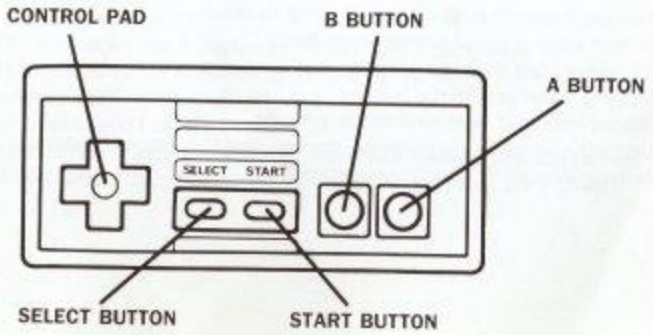
Good luck Jimbo-Baby–the fate of the world is in your hands STOP

Brigadier General Bunson "Old Blood 'n' Guts" O'Shaughnessy

And now, the moment you've been waiting for...
You will begin all of your missions from Home Base, just beyond the border of the Mad Leader's country. At the base you will be briefed about your mission goal just before takeoff. You must successfully pilot your chopper from Home Base through enemy air-space and reach one of the Mad Leader's installations to complete the ground mission assigned during the briefing. There are three missions, each progressively more difficult,

in keeping with your growing skill, stature, and worldwide acclaim. Good luck!

Press any button to exit the title screen. You may start your first mission either at Home Base or at the Enemy Base–press the Select Button to move the arrow. When the arrow is pointing to the option you want to select, press any other button to begin. To attempt a higher level mission, choose ENTER PASSWORD FOR MORE. You will then be asked for a password, which would have been assigned at the end of the previous mission. Press Up and Down on the Control Pad to change letters; press Left and Right on the Control Pad to move the cursor. When the password is complete, press any button to proceed.



OWNER'S FLIGHT MANUAL

Whizbang Enterprises
introduces the
Gizmo™ DHX-3 Attack Chopper
"The Snuffmaster"

Your new Whizbang Gizmo™ DHX-3 Attack Chopper is loaded with the following special features:

- Turbine-Thrust Dual Propulsion Whizbang Whirler™ engine
- Whizbang Waster™ air-to-air heat seeking missiles
- Anti-heat-seeking missile magnesium flares
- Anti-radar guided missile chaff disperser
- Whizbang Whomper™ turbo booster
- Ultra-sophisticated communications systems
- State-of-the-art computer guidance, control, and surveillance systems
- Whizbang Whisper™ silent travel capabilities

TAKEOFF PROCEDURES

Upon entering the cockpit of your Gizmo, you will find yourself facing an ultra-sophisticated array of controls. At the bottom of the screen, note your hands holding the control sticks which control the movement of the helicopter. Take-off procedures are as follows:

1. Press the Start Button to start the engine.
2. When power exceeds 2300 RPM's, press DOWN on the Control Pad to lift off.
3. To accelerate, hold down the A Button and press UP on the Control Pad.

THE CONTROLS

CLIMB: Press **DOWN** on the Control Pad
DIVE: Press **UP** on the Control Pad
ACCELERATE: Hold down the **A Button** and Press **UP** on the Control Pad
DECELERATE: Hold down the **A Button** and Press **DOWN** on the Control Pad
BANK LEFT: Press **LEFT** on the Control Pad
BANK RIGHT: Press **RIGHT** on the Control Pad
SPIN CLOCKWISE: Hold down the **A button** and press **RIGHT** on the Control Pad
SPIN COUNTER-CLOCKWISE: Hold down the **A button** and press **LEFT** on the Control Pad

COCKPIT DISPLAYS

WARNING LIGHTS

Six warning lights are displayed at the top of the cockpit. If a buzzer sounds and a light is flashing red, it indicates:

E: Engine damage
B: Battery overheated
O: Oil overheated
F: Fuel low
A: Altitude level below 200 ft.
R: RPM deficiency in engine or rotors

The warning lights will alert you to any status conditions that require immediate attention. You have some direct control over the **B, O,** and **A** warning lights. The **E, F,** and **R** lights refer to problems that cannot be corrected in mid-flight. In these cases, you should reach your destination as quickly as possible and avoid any further damage from air combat.

BATTERY AND OIL TEMPERATURE GAUGES

These gauges are located on either side of the warning lights–the battery gauge on the left and the oil gauge on the right. When these gauges reach the danger zone, a continuous beeping will be heard and the warning lights will begin to flash. If this happens, you must immediately slow your speed to reduce strain on the battery and turn off the Turbo to conserve oil.

FUEL GAUGE

Your fuel gauge is located on the right side of the cockpit. As your fuel decreases, the red bar will move from right to left. The tank is empty when the red bar disappears.

SPEED INDICATOR

Your airspeed indicator is located in the upper left corner of the Control Panel; it shows your present airspeed in knots. Maximum speed is 450 knots, or 900 knots with the Turbo engaged.

AUTOMATIC DIRECTION FINDER (ADF)

The ADF gauge is located at the top center of the Control Panel, and will aid you in arriving at the proper destination. Therefore, you may want to program it immediately after takeoff (see *Communications*). Once programmed, the ADF always points towards your destination. If the ADF is pointing straight up, you are on course and will eventually reach your target regardless of the compass heading. Moving off course will cause the ADF to turn, adjusting itself to the Gizmo's orientation. To correct the orientation of the Gizmo so that it is heading toward your destination, turn in the direction the ADF is pointing until the ADF points straight up again. If the ADF is turning randomly, it has not been properly programmed at the Communications Terminal. If the ADF is flashing and spinning rapidly, you are directly over your destination. In this case, you should slow down and proceed to land immediately.

ALTIMETER

The altimeter gauge is located in the upper right corner of the Control Panel, and displays your present altitude in feet. Each time the dial sweeps past 12 o'clock, it registers 1000 ft. Maximum altitude is limited to 9999 ft. If your altitude is below 200 ft., the low altitude warning light will begin to flash and a buzzer will sound.

RPM INDICATOR

The RPM (revolutions per minute) indicator is located in the lower left corner of the Control Panel, and displays the rate at which the blades are spinning. Helicopter blades do not speed up or slow down to maintain a constant rate, since it's the tilt of the blades that causes the movement. The onboard computer system monitors and maintains steady RPM. Optimum RPM is 2300, and no flying can take place until the RPM is at or above optimum.

ARTIFICIAL HORIZON

The artificial horizon gauge is located at the bottom center of the Control Panel. It indicates the Gizmo's degree of tilt or bank and whether you are climbing or diving by the location of the horizon line in relation to the stabilization point. If the artificial horizon is level and centered in the gauge, you are flying straight and level.

DIRECTIONAL COMPASS

The compass is located in the lower right corner of the Control Panel, and displays the heading of the Gizmo in degrees.

Other helicopter functions are displayed in two columns on either side of the

Control Panel:

M:	Missile	**R:**	Radio (Communications)
G:	Gun (Cannons)	**S:**	Status (Computer Terminal)
C:	Chaff	**T:**	Turbo
F:	Flares	**W:**	Whisper

The letter of the active option is highlighted. Once you are airborne, you will be able to switch options by pressing the Select Button to scroll down or the Start Button to scroll up through the options. To select an option, press the B Button when that letter is highlighted. All of these options can be damaged by enemy fire.

MISSILES

To fire a Whizbang Waster™ air-to-air heat-seeking missile, highlight the "M" option and then press the B Button. You have a limited number of missiles per mission.

CANNONS

To fire the Whizbang Whizzer™ 20mm cannons, highlight the "G" option and then press the B Button. You have unlimited ammunition.

CHAFF

To drop chaff, highlight the "C" option and press the B Button. Radar-guided enemy missiles can be deceived by dropping chaff (strips of metal) into the sky, creating a fake radar image of the Gizmo. If a radar-guided missile is heading toward the Gizmo, the "C" option will begin to flash to indicate that chaff should be used.

FLARES

To set a flare, highlight the "F" option and press the B Button. Flares are made of magnesium, and are used as decoys to fool enemy heat-seeking missiles into thinking that the flare is actually your exhaust. If a heat-seeking missile is heading toward the Gizmo, the "F" option will begin to flash to indicate that a flare should be used.

RADIO

See the section below titled "Communications."

STATUS

See the section below titled "The Computer Terminal."

TURBO

To activate the Whizbang Whomper™ Turbo Booster, highlight the "T" option and press the B Button. Once activated, the "T" will flash continuously. The Turbo Booster doubles your present airspeed to a maximum of 900 knots. It also causes the oil to heat up at a very fast rate, so it should be used sparingly. To deactivate the Turbo, highlight the flashing "T" option and press the B Button.

WHISPER MODE

To activate the Whizbang Whisper™, highlight the "W" option and press the B Button. Once activated, the "W" will flash continuously. Whisper mode silences the Gizmo, and must be activated when attempting to make a secret landing; otherwise, the noise of the helicopter could alert enemy ground personnel. To deactivate Whisper mode, highlight the flashing "W" option and press the B Button.

COMMUNICATIONS

The Whizbang Gizmo™ DHX-3 is equipped with highly sophisticated communications equipment. To display the Communications Terminal (which is located to the left of the cockpit screen), highlight the "R" option (Radio) and press the B Button. The Communications Terminal has a message area along the top, and indicators for the ADF (Automatic Direction Finder), Send Message (S), and Receive Message (R). The default selection is Receive.

ADF

The required ADF value can be found in the lower left corner of the Computer Terminal. To program the ADF, press the Select Button until "ADF" begins to flash. Then press UP or DOWN on the Control Pad until the correct value is displayed. Your ADF will not function properly if the correct value is not entered.

SENDING AND RECEIVING MESSAGES

You will encounter other aircraft as you fly to your destination; these may be other infiltrators also trying to stop the Mad Leader, or enemies staunchly loyal to the Mad Leader and his evil goals. When you encounter another aircraft, you should immediately request identification from the pilot to determine whether he is a friend or an enemy. Since there are no distinguishing markings on your chopper, other pilots will also try to determine your loyalties and intentions. Your may safely reveal your identity (INFILTRATOR) to a friend, but you should conceal your real identity from enemy pilots by giving them a false I.D. (OVERLORD). It is important that you request the other pilot's I.D. first--once you know which side he's on, you'll be able to respond correctly.

You may send one of three messages to another aircraft:
REQUEST ID
INFILTRATOR (your I.D. to a friend)
OVERLORD (your I.D. to an enemy)

To send one of these messages, press the Select Button until the correct message is displayed, then press the B Button. This will send your message to the other aircraft and return you to the cockpit view. When the other pilot responds, you will be returned to the Communications Terminal automatically and his message will be displayed at the top of the screen. Examine his code name; with experience, you should be able to distinguish friendly code names (WHIPPLE, HAYMISH) from those of your enemies (BOOMER, SCUM).

If you give the other pilot the correct I.D., you will be allowed to continue on your mission. Give the wrong I.D. and you'll end up in a battle that will last until one of you is destroyed. By the way, there are a few maniacs out there...other infiltrators who have snapped from the strain. These pilots will attack no matter how you respond, so be prepared!

Sample exchanges:
You: **REQUEST ID**
Other: **WHIPPLE REQUESTING IDENTIFICATION**
You: **INFILTRATOR**
Other: **GOOD LUCK JOHNNY**

You: **REQUEST ID**
Other: **SCUM REQUESTING IDENTIFICATION**
You: **OVERLORD**
Other: **YOU ARE CLEARED TO PROCEED**

To return to the cockpit view without sending a message, press the Select Button until either ADF or R (Receive) is flashing, then press the B Button.

THE COMPUTER TERMINAL

To display the Computer Terminal (which is located to the right of the cockpit screen), highlight the "S" option (Status) and press the B Button. The Computer Terminal shows a Tactical Map of the area, the compass heading which should be programmed into the ADF, a status panel that shows any damage sustained in battle, and inventories for Missiles, Flares, and Chaff.

TACTICAL MAP

The large gridded map shows the Mad Leader's country; your position is displayed by a flashing circle. If you have programmed the ADF correctly, a flashing square will appear to indicate your destination.

STATUS DISPLAY

This panel displays status lights for a variety of chopper functions:

COMMUNICATIONS
DEFENSES (Chaff and Flares)

TACTICAL
TURBO
ENGINE
WEAPONS

If damage is sustained in battle, the green light next to any damaged function will begin to flash red. Below the status lights are bar indicators for remaining Missiles, Flares, and Chaff. As your supply of each decreases, the black bar for that item will gradually disappear. When the bar is entirely gone, you have used up your supply of that item.

Press either the A or the B Button to return to the cockpit view.

LANDING PROCEDURES

Once you have arrived at your assigned destination, follow these procedures to land safely:

1. Reduce your speed to between 0 and 20 knots.
2. Make sure that the artificial horizon is level and that you are not banking.
3. Decrease your rate of descent to a minimum.

Once you have descended below 200 ft., you will hear a low altitude warning buzzer. Turn on the Whizbang Whisper™ silent travel feature and decrease your rate of descent. When your altitude is reduced to 0, the Gizmo will land (it shakes and thumps loudly as it hits the ground). If you have landed at the proper destination, the ADF gauge will be

flashing and spinning rapidly. While on the ground, do not bank, accelerate, or spin; if you do, you'll crash.

Any number of other problems can lead to a crash: incorrect takeoff or landing, too much damage, engine damage, overheated oil or battery, or running out of fuel. If you crash while flying or landing, you will start the same mission again from the beginning. If you stop playing after having successfully completed a mission, you will have the choice of starting from scratch or starting a new mission. You cannot embark on a new mission before completing the previous one.

PAUSE

To pause the game, switch to either the Computer Terminal ("S") or the Communications Terminal ("R"). The game will pause until you're ready to proceed; simply return to the main screen to continue.

THE McGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION

(POCKET EDITION)

Avoiding (or fooling) the enemy is the key to a successful ground mission. With this in mind, you have disguised yourself as an enemy guard. Your objective is to complete the mission displayed in the briefing without being captured, blown up, or running out of time. You get five chances– after that, you're out of luck. There are three increasingly difficult missions. Once you finish a mission, you will get your next assignment.

THE MISSIONS

Mission One: Your first mission is to neutralize a vat of deadly nerve gas in the Mad Leader's compound. To do this, you must find the four chemical containers hidden in the compound and bring them to the lab, where they will be analyzed. (You will need to find the security card to unlock the doors to important rooms.) Determine which chemical is the nerve gas neutralizer. Then locate the Mad Leader's vat of deadly nerve gas, use the neutralizer on it, and get out of there fast!

Mission Two: Your second mission is to find the famous scientist Dr. Phineas Gump and rescue him from the clutches of the Mad Leader. Again, you'll need to find the security card to unlock the doors to important rooms. To get Dr. Phineas out of the compound, you must find the invisibility pill and give it to him–then make your escape.

Mission Three: Your third and most difficult mission is to locate and destroy the Mad Leader's missile control rooms by planting explosives. To open the control rooms, you must first find the hidden security card. Once the last bomb is set, you've got only a short time to get out before the whole place blows sky high. Good luck!

GETTING STARTED

YOU are the small figure on the screen standing next to your trusty Gizmo. Press UP, DOWN, LEFT and RIGHT on the Contol Pad to move in the corresponding direction. The time remaining for your mission is displayed in the bottom right corner of the screen. If time runs out, your mission will end and you'll have to start over. You have about 20 minutes of real time for each mission once you have landed. To pause the game, press the Select Button to go to the Inventory Screen. The game will pause until you're ready to proceed; simply press the Select Button and return to the Main Screen to continue.

INVENTORY ITEMS

You have been provided with a number of special items to help you complete your missions. The active item is indicated at the bottom of the screen; press either the A Button or the B Button to use the active item. Items are displayed on an Inventory Screen; to view your Inventory, press the Select Button. The active item is surrounded by a flashing white box, and the name of that item appears in the middle of the screen. At the beginning of each ground mission, PAPERS is the active item. Press LEFT or RIGHT on the Control Pad to activate a different item.

The Inventory Screen also shows your remaining supply of Sleeping Gas (SPRAY), Grenades, and Explosives. If you find an important item during your search of the Enemy Base, this will be indicated at the bottom of the Inventory Screen. Press the Select Button to return to the Main Screen. The Inventory items include:

SLEEPING GAS

You have a hidden canister strapped inside your jacket which contains a colorless, odorless sleeping gas. Anyone sprayed will fall to sleep for several seconds and forget what has happened. When the sleeping gas is active, press either the A or B Button to spray the gas. (You have specially treated nose plugs which allow you to breathe the gas without harm.)

GAS GRENADES

These have the same effect as the sleeping gas canister, except that they have greater range. When used inside, all guards in the room where the gas grenade is dropped will fall asleep.

IDENTIFICATION PAPERS

These are your fake I.D. papers. You should show your papers whenever a guard asks to see them. Activate PAPERS on your Inventory Screen (if they are not already active), then stand next to the guard and press either the A or B Button. The guard will examine your papers and decide whether or not they are "in order" and valid. If they are in order, you will be allowed to go about your business undetected. If they are out of order, you have a short time to gas the guard or run away before he tries to take you in for "questioning." Be forewarned that running away will cause the guard to sound an alert throughout the compound.

MINE DETECTOR

The Mad Leader's guards have placed land mines at various locations throughout the compound and surrounding region–particularly in wooded areas. To use the mine detector, select this item on the Inventory Screen and hold down either the A or B Button as you walk around; the mine detector beeps to let you know it is working. If you step near a mine when the detector is activated, the mine will be exposed but will not detonate. Stepping on a mine without the detector activated is fatal–and stupid.

EXPLOSIVES

In Mission Three, you'll need to set explosives in the missile control rooms. To do this, select EXPLOSIVES on the Inventory Screen; when you're in front of the main control panel in a control room, press UP on the Control Pad to plant the explosives. Only one bomb is permitted in each room. After setting your last bomb, an automatic countdown timer will go off–you then have about 20 seconds to leave the building before the bombs detonate.

MISSION INTERFERENCE

Enemy guards within the compound are fanatically loyal to the Mad Leader. They're assigned to patrol certain areas of the compound, and will carry out their orders unfailingly. If one of the guards spots you, he will most likely ask to see your papers (a talking guard's face and hands turn red). The guard's speech will appear in the middle of the screen. If you do not comply with his orders, he'll set off an alert and guards throughout the compound will chase after you. If you gas a guard while he is talking to you, he'll fall asleep and forget ever having seen you.

MAPPING

While you are inside a building, a mini-mapping unit will appear at the bottom of the screen. Rooms are shown as boxes–the room you are in is represented by a flashing box. Moving into a new room adds it to the map. Rooms are color-coded as follows:

Red: Designates a room of great importance (prison, control room, etc.)
Yellow: Designates a room of no special importance

SEARCHING THE BUILDINGS

Once inside a building, you may search any of the cabinets on the top far wall of each room (cabinets on the side walls seem to be empty...). Inside, you may find gas grenades, security cards, and other useful (and not so useful) items. To search a cabinet, stand in front of it and press UP on the Control Pad; text in the middle of the screen will let you know what you find. Clothing disguises may be of some help in fooling enemy guards. To change uniforms, stand directly in front of a uniform hanging on a coat rack and press UP on the Control Pad until you have finished changing. An audible tone and accompanying text will indicate when you have finished.

SILENCING THE ALARMS

Inside the compound buildings, an electronic alarm card will turn off the alarms temporarily. If you find the alarm card, a line of text at the bottom of the Inventory Screen will note this. Once you have it, make your way to the alarm control center; stand directly in front of the card slot in the wall and press UP on the Control Pad. This will cause the electronic card in your possession to be inserted into the slot, temporarily silencing the alarms. Note that you do not have to activate the electronic card (or any

other item you find) to use it. If you have it in your possession, it will be activated automatically. The card will work only once during a mission.

LOCKED DOORS

Locked doors must be deactivated before you can enter these rooms. To open all of the locked doors in the enemy compound, you must first find the security card. Once you have found it, a line of text will appear on the bottom of the Inventory Screen to indicate this. Next, you must find the security room (it is the room with the lock status indicator light on the wall and a passcard slot directly below it). To unlock all the doors, stand directly in front of the security card slot and press UP on the Control Pad. The lock status indicator light will turn from red to green to indicate that all of the locked doors are now open. Note that you do not have to activate the security card to use it. If you have it in your possession, it will be activated automatically.

MAKING YOUR ESCAPE

If you successfully complete your ground mission, make your way back to the helicopter. Moving into the cockpit section will take you inside so that you can return home. If you haven't completed your mission, you won't be allowed to enter the helicopter. You can check to verify that your mission has been completed by going to the Inventory Screen. A message will be displayed when you have completed the assignment, to let you know it's time to get out of there.

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Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the NES with respect to the receiver
-Move the NES away from the receiver
-Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.